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Don't Stop Believing :)

Group: Members
Posts: 3,420
Joined: 27-July 06
From: Left Kafra Prontera
Member No.: 2,070

Level: 1
Pwns: 0 | Jellopies: 5,027
Hp: 30/30
Str: 30/30
Exp: 13/30

Lighthalzen Cursed Spirit Quest, revised pRO Version (Regenschirm Laboratory)

Legend:

Green ♦ screenshots

Purple - answers

Underlined words (not colored) ♦ links

* - personal notes/snippets

Items needed:

1 Handcuffs (steal/dropped by: Egnigem Cenia, Armeyer Dinze, Wickebine Tres, Laurell Weinder, Kevach Icarus, Errende Ebecee etc.; Lighthalzen Dungeons lv 1 and 2)

1 Glass Bead (buy from Prontera Gift Merchant)

1 Bouquet (buy from Prontera Flower Lady)

5 Holy Water (Aqua Benedicta Priest skill; dropped by Merman)

1 Geek Glasses (buy from Alberta Tool Dealer/Lighthalzen Department Store 3Flr)

1 Grampa Beard (buy from Geffen Tool Dealer//Lighthalzen Department Store 3Flr)

1. To start off, you need to have at least **1 Handcuffs** (you only need 1) in your inventory to trigger the quest. Now go inside the Lighthalzen dungeon lv 1 or 2.

You can go there in two ways:

- Thru the **portal** nearby the Rekenber guard (equip both **geek glasses** and **grampa beard**) inside the **Rekenber Corporation** (from the entrance, go to the left thru the hallway - the entry here leads to Lighthalzen underground level. Talk to the **Regenschirm guard** and he'll take you to Lighthalzen dungeon level 1) or
- By finishing the **Biolabs quest** (you can go to the east district when the guard the is asleep or after killing the gangsters (or mobsters) all over the town; or show him a **Pass**, then go the Sewers with your **Laboratory Permit**)

2. Once inside the dungeon, go to these one of the following locations:

Level 1: **Location Maps**

Level 2: lhz_dun02 270, 279 (from ro-guardians)

Level 3: It's dangerous to look in here. You'll end up dead.

*I believe there are still other locations aside from those mentioned above but for now, these are the known ones and besides **you only need to go to one of the said locations.**

When you walk thru these locations, you'll get a **curse status** and a **pop-up message** will appear. There are **2 types of messages** in here. Try to get both just in case.

*If you only get a curse status but no pop-up message, try to **walk through it again** until you got one.

3. Now, you need to find six (6) messages from **?????**.

- East District: **Lighthalzen, the City-State of Prosperity (lighthalzen): 343, 280**
- East District inside the bar @ 345, 231: **Inside Lighthalzen (lhz_in03): 178, 21**
- East District: **Lighthalzen, the City-State of Prosperity (lighthalzen): 295, 228**
- East District: **Lighthalzen, the City-State of Prosperity (lighthalzen): 361, 312**
- Rekenber Headquarters 1st Floor: **Rekenber Headquarters (lhz_in01): 113, 147**
- Rekenber Headquarters 2nd Floor: **Rekenber Headquarters (lhz_in01): 271, 226**

*You don't need to go to the exact location. You just need to walk within the surrounding location and you'll get a pop-up a message if you are close (I think there is a certain number of cells wherein you can trigger the pop-up messages). Also, when the pop-up message is triggered, you'll have a blind status until the message is finished then you'll have a curse status afterwards. According to alexio of ro-guardians, you can do this randomly. However if you cannot continue on step 8, do this in order from a-f.

4. Go to the **Elder** (346, 263) after visiting the 6 locations.

He'll tell you about spirits following you. Choose the following options when prompted:

- Um, burden?
- Things?
- Yes! How do I get rid of them?
- I don't think so.
- Y-yes, I have.

Afterwards, he will reveal a location in which the spirits want you to search. That location is the Rekenber Headquarters.

*Hehe, during your conversation with the Elder, you can see your character doing some sort of stuff like getting cursed, doing sight + sight thrasher skill, etc.

5. Now head to the Rekenber Headquarters and talk to the Representative (lhz_in01 114 181) at the front desk and inquire about the **Corporation History** and she'll tell you to go to the library down the hallway to the left.

*Get the pop-up message here in the first floor before you talk to the Representative to enable the Corporation History option.

6. Talk to the Representative there (lhz_in01 27, 247) and again, select **Corporation History**. She will tell you a brief history of the corporation then she'll refer you to the Rekenber Guidebook if you want to know about their mission statement.

7. After reading the guidebook, go back to (lhz_in01): 271, 226 (2nd floor right side inside the room) to get the pop-up message then proceed to the Regenschirm Laboratory. However, this is a restricted area so don your **geek glasses** and **grampa beard** to get through the Rekenber Guard.

8. Once you are inside the Regenschirm Laboratory, go straight ahead and proceed to the second room. Walk around and you'll get another pop-up then you'll be transported into the past.

*If you can't get the pop-up message in step 8, repeat steps 6-7. However, if you still can't continue, Do step 3 in order from A-F.

9. You'll find yourself in (lhz_que01). There are 2 NPCs here. Talk to one of them to trigger a conversation between Doctor Varmunt and ????. You'll go back to the present afterwards.

10. Go to the lower right room and talk to the Mad Scientist Wolfchev. Have one **Glass Bead** with you. Choose the following options during the conversation:

- Do you need any help?
- Let me speak with you
- Why do you want Glass Beads?

- Ask about work
- What kind of research?
- Um, what are you testing on?

11. After talking with Wolchev, go to the room opposite of his. Walk around to get another pop-up message then you'll find yourself transported again into the past.

12. You'll find an NPC and a Pecopeco than can actually talk! Those two are research specimens of Wolfchev. Talk to the NPC to trigger the scene and afterwards, you'll pick up an Old Pendant then you will be warped back to the present.

13. Now go back to the Elder (346, 263). Choose **Show him the pendant**. Afterwards, he'll ask you to bring him **5 Holy Water** and **1 Bouquet** to purify the pendant. After the purification process, the locket's clasp will open revealing a picture of a couple.

*You'll see your character doing BS Sacramenti and Aspersio during the process

14. Go inside the house at (324, 322) and talk to the Crippled Girl. She's the girl in the picture. Talk to her and choose the following options when prompted:

- Hello, how are you?
- Show her the Pendant.
- Brutal Truth or Break it to her gently.

* If you choose **Brutal Truth**, she won't believe you and will throw you out of the house.

*If you choose **Break it to her gently**, she'll be possessed after a few more conversations.

15. For **Brutal Truth**: Try to go after she throw you out but for now, the door is locked.

*Just keep clicking through the portal until you can get in. If you cannot click the portal, try to go a few steps downstairs then go up again and click the portal. I've only done 3 clicks in this part. It's random I guess.

*For **Break it to her gently**, skip no. 15.

16. After a few days (or so many clicks), the door will open again for you and a Lady will tell you that she's been sick up until now and she'll have no memory of your conversation. Then after giving her the pendant, you'll be possessed by her brother's spirit.

17. Once outside, another pop-up message from ??? will appear. You feel that their suffering is tied to Rekenber Corp. and the Regenschirm Lab. This is the time when you'll receive experience points for both base and job.

*I received around 7% base exp and around 6% job exp. 90/57 High Priest. 😊

18. Head back to Rekenber Corp. and look for Sueii Slierre (lh_z_in01 286 226) at the right side of the 2nd floor inside the room (it's where you found the location of the spirit in step 3-f). Choose the following during the conversation:

- **About the Slums**
- **About the Laboratory**
- **Wolfchev's Research**
- **Oh, we're family, you know**
- **W-wait!**
- **About Wolfchev's Research**
- **Wolfchev's Test Subjects**
- **His experiments are suspicious**

You'll tell Sueii on what you found in the lab so choose **Show Evidence** and you'll show her the handcuffs that you found in the lab.

After showing the handcuffs to her, choose:

- **What's Wolfchev up to?**
- **Yes**

19. Based on your report, Sueii Slierre will conduct an investigation about Wolfchev. Keep clicking on Sueii until the investigation is finished and she'll tell you the result of the investigation. After that, she will give you an apology and a thanks and you'll receive 1 OBB and 10 Speed Potion

20. When you go down again to Wolfchev's room, you'll find nothing here but his files.

QUEST REWARDS:

Experience Points (depends on the character level)

1 Old Blue Box

10 Speed Potion

....and no more annoying pop-ups in Biolabs dungeons 1, 2 and 3!

REFERENCE GUIDE:

Reagent Shaw Research Center by alexio

O ayan... pRO version ng Cursed Spirit quest... ang hirap pala gumawa ng guide >.<

BTW, thanks to Mizuki for pointing out about that part with the Crippled Girl... 😊



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Post #2



Art of Peace

Group: Members
Posts: 1,874
Joined: 25-July 06
From: Anywhere but Here
Member No.: 135

Level: 1
Pwns: 2 | Jellopies: 5,096
Hp: 30/30

Str: 30/30

Exp: 22/30

[Attack User](#)

COOL 😊

nice guide man 😊

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Post #3